PlayStation®

NTSC U/C

PlayStation®

SLUS-00679

TEEN

CONTENT RATED BY ESRB

TRAP GUNNER™

COUNTDOWN TO OBLIVION

"Trap Gunner combines real-time strategy, fighting, and an overhead shooter into one game."
- PSM Magazine

ATLUS®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Story

Trap Gunner

This is the story of six special agents... All specialists in assassination, counter-assassination, demolitions, and espionage...

"GAIN", an evil organization suspected that these six agents would pose a problem for their plans for global domination... "GAIN" knew that they would never obey them...

However, "GAIN" knew that they could manipulate each of them individually... Now, the tables have turned and "GAIN" has succeeded in pitting each of the special agents against each other...

The fierce battle between these six special agents is about to begin....

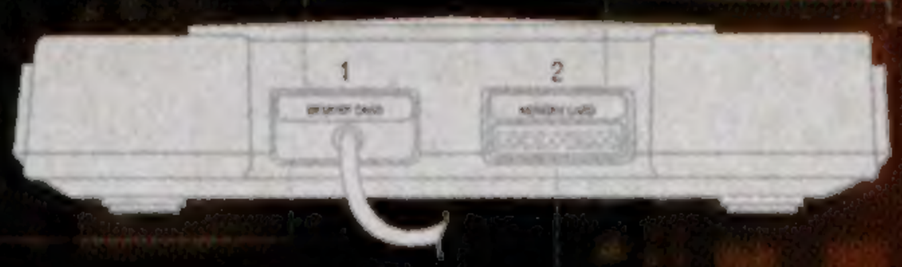
GETTING STARTED

Top View

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

Front View



CONTROLLER PORT 1
CONTROLLER PORT 2

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the TRAP GUNNER disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. After a certain time you will see the Opening Demo followed by a Title Screen. If you already inserted a Memory Card with a game data, it will automatically load the data. (In this game, you can record the stages you cleared and keep battle records on to a Memory Card. You will need 1 block per record.)

Van Raily

PROFILE:

Age : 23 years old
Sex : Male
Occupation : Freelance Spy

WEAPON: Automatic Pistol

Power: Medium
Shooting Speed: Medium
5 shells available

TRAPS:

Switch Detonator.....1
Bomb.....4
Land Mine 4

BASIC STRATEGY:

- Make full use of his Switch Detonators and Mines.
- Set Bombs around the places you put down Switch Detonators or Mines. This will increase the power of your explosions.

BACKGROUND STORY

When Van was a child he mysteriously contracted a fatal disease with no known cure. However, his sister Rem, successfully stole a prototype drug from the U.S. government called "Cell - 147". By injecting him with this special drug, he made a full recovery and gained immortality. However, after his surgery, Rem mysteriously disappeared. After this, Van decided to become a special agent in the hopes of finding his sister. His experiences have made him a very cold individual.

John Bishous

Profile:

Age : 35 years old
Sex : Male
Occupation : Police Lieutenant

Weapon: Shot Gun

Power: High
Shooting Speed: Slow
The spread of his shotgun blast makes it easy to hit targets.

Traps:

Switch Detonator 2
Bomb.....6
Gas 2

Basic Strategy:

- Create a large explosion with your Switch Detonators and Bombs, to keep your opponent away from you.
- Take full advantage of your stamina level. John can take as much punishment as he can dish out. Don't be afraid to use your shotgun in tight situations.

Background Story

A middle-aged Police Lieutenant who will do everything in his power to solve any case. He is a very distinguished cop but his temper has posed many problems for him. During an investigation of the GAIN organization his partner Dyn, mysteriously disappeared. He has heard rumors about a man who looks like his partner Dyn, working for GAIN. Several days later, John disguised himself as an agent of GAIN to find the truth about his friend and partner... Once he gets going on a case he is an unstoppable force. His sense of justice makes him the most trusted cop among his peers.

Lou Riche

PROFILE:

Age : 24 years old
Sex : Female
Occupation : Green Beret

WEAPON: Automatic handgun

Power: Medium
Shooting Speed: Fast
6 shots available

TRAPS:

Mine 5
Gas.....1
Force Panel.....3

BASIC STRATEGY:

- Since you have many Mines, use them to hinder the path of your opponent. Especially around P.O.D.S..
- Use her Force Panels to throw the opponent into a danger zone (which you create by setting up Mines and Gas).

BACKGROUND STORY

Her parents were killed by GAIN as a child. To avenge the death of her family, she joined the army and eventually became a member of the Green Berets. She was then assigned to spy on the secret organization, GAIN. She later found out, that the man responsible for the death of her parents, Elg, was an executive of GAIN. The loss of her parents has turned her into one tough girl!

Tico

Profile:

Age : 16 years old
Sex : Female
Occupation : Spy Droid

Weapon: Butt Missile

Power: Low
Shooting Speed: Slow
This missile can home in on your opponent and knock them down.

Traps:

Switch Detonator 3
Pitfall.....4
Force Panel.....4

Basic Strategy:

- Blow up your opponents who are trapped in your Pitfalls by kicking them onto your Switch Detonators!
- You can disrupt your opponent's trap disarming attempts by using your Butt Missile.

Background Story

Tico is a Spy Droid developed by the CIA. Therefore, she doesn't have a past or future. She was programmed with very simple emotions and by doing this the CIA believed that she would not get any ideas of her own... Until one day... ...GAIN promised to provide her with her favorite ice cream. That was enough of a reward for her to follow and obey GAIN's orders. She is generally happy and positive. However, her logic circuits are very unstable which can sometimes cause erratic activity.

Abdoll Relin

Profile:

Age : Unknown
Sex : Female
Occupation : Mutant created by GAIN

Weapon: Regenerating Rocket Punch

Power: Low
Shooting Speed: Slow
This projectile can home in on your opponent and knock them down.

Traps:

Mines.....3
Pitfall.....6
Gas.....2

Basic Strategy:

- Set your Pitfalls all over the place. Once you have your opponent, follow up with Gas or your Plasma Bomb.
- It would be wise to set Pitfalls & Mines around critical areas.

Background Story

She is a mutant by-product of GAIN's bio-technology and the drug "Cell-147". Her primary weapon is pretty powerful. However, her movement is very slow. She has a very crude personality and is not well suited for missions that require finesse and stealth.
She may look friendly but she can be quite deadly when she wants to be.

Tenrou Ugetsu

Profile:

Age : 24 years old
Sex : Male
Occupation : Ninja

Weapon: Kunai

Power: Low
Shooting Speed: Fast
7 Kunai available

Traps:

Mine 2
Pitfall.....3
Force Panel.....2

Basic Strategy:

- Hit the opponent with a powerful close-range attack and send him/her into a Pitfall or Force Panel.
- Take advantage of his speedy movement. Trap disarming and setting a trap in front of a pursuing enemy is a definite advantage.

Background Story

Tenrou's village was burned down to the ground by Elg. Tenrou was next in line to take over the leadership of the ninja clan, but that all changed when his village was destroyed. Now, he only has one thing on his mind... Revenge...
His speed and agility are second to none. He can get himself out of any dangerous situation.

CONTR

STANDARD CONTROLLER

L2 Button
L1 Button
Directional Buttons
R2 Button
R1 Button
Button
Button
Button
Button
Select Button
Start Button

DUAL SHOCK™ ANALOG CONTROLLER

L2 Button
L1 Button
Directional Buttons
R2 Button
R1 Button
Button
Button
Button
Button
Select Button
Analog Button
Start Button

O L L E R

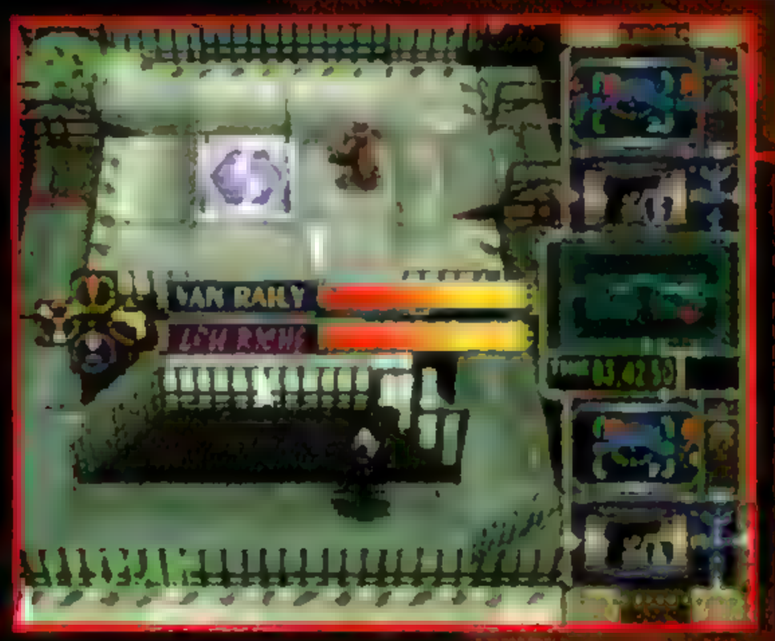
DIRECTIONAL BUTTONS:	To move the characters on the battlefield and move the cursor on selecting lists.
○ BUTTON:	Direct Attack (Projectile attack / close-range attack) - For details look on page 14.
△ BUTTON (HOLDING)	Cancel and Caution Mode / Disarming of an enemy's trap / Retrieve your traps. For details look on page 13. (The △ button + the Directional Buttons will enable you to move under Caution Mode.)
□ BUTTON:	Set Traps (details page 12) (The □ button + Directional Buttons will enable you to move the highlight of the effective range of a trap.)
⊗ BUTTON:	Decide and Detonate a Switch Detonator. For details look on page 23.
L1 BUTTON:	Scroll through your available traps. (The trap selection icon will move to the left.) Move screen to the left on the Map Selection screen. For details look on page 12.
R1 BUTTON:	Scroll through your available traps. (The trap selection icon will move to the right.) Move screen to right on the Map Selection screen. For details look on page 12.
L2 BUTTON:	POV change (3 Types)
SELECT BUTTON:	Nothing
START BUTTON:	Pause the game. For details look on page 21.

To reset the game press the L1 Button + L2 Button + R1 Button + R2 Button + Select Button + Start Button at the same time. You will be taken back to the Title screen. In this case, your game data will not be cleared.

You can immerse yourself in the game by plugging in a Dual Shock™ Analog Controller. However, it does not work with the Analog Mode. If you are going to use an Analog Controller, be sure to turn the Analog Mode Switch "OFF". (LED is off)

HOW TO PLAY

The player can set traps or use projectile weapons on a 3D battlefield in order to kill the enemy. The player has to come up with his own strategy in order to succeed. However, the other player is also attempting to do the same. Each character has a variety of weapons at his/her disposal to reduce their opponents Healer to 0 within the time limit. You can do damage by kicking or punching or attacking with projectile weapons. The player can also collect items and power ups that appear in the P.O.D.S. (Power Object Delivery System). The power-ups can recover health, add bombs, detonators, and traps. (For details look on page 24.)

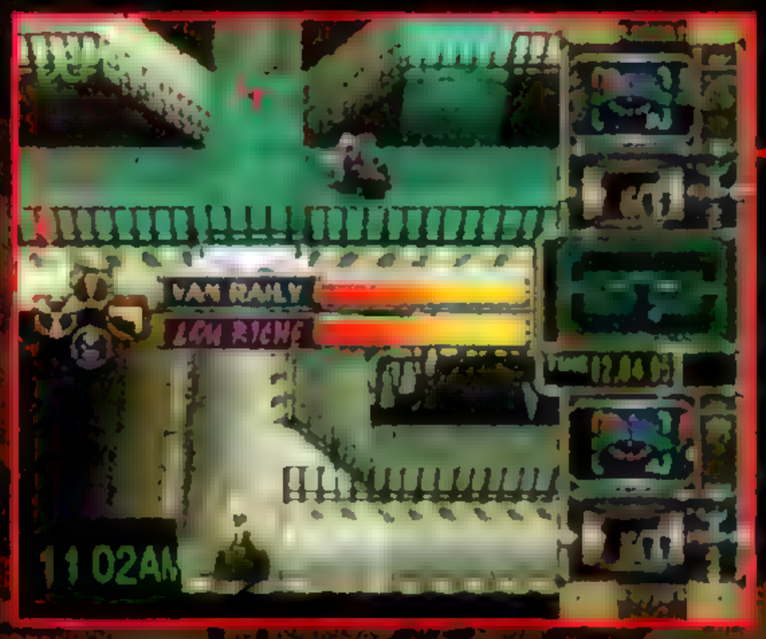


Setting Traps

The ▣ button can set the trap which is highlighted in the trap selection box. You can scroll through your available traps by using the L1 or R1 button. When you are holding down the ▣ button while you are setting a bomb trap, the range of the explosion will be highlighted in red. Once the trap is used, it will return to your trap inventory after a certain amount of time. For the details of trap effects, see page 23.

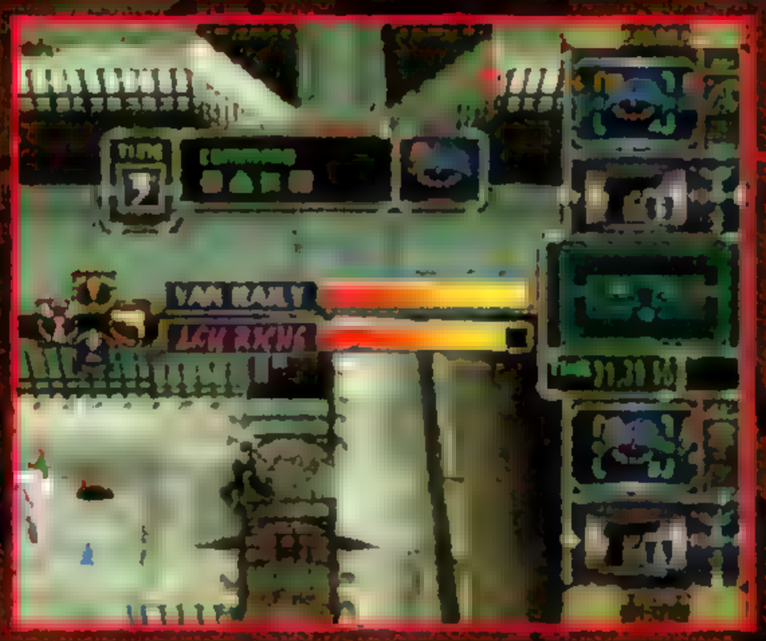
Places where you cannot set traps.

1. P.O.D.S. (Power Object Delivery System)
2. Stairs
3. Slopes
4. Conveyer Belts
5. Place where another trap is already set.



Caution Mode: To discover a trap the enemy has set.

Hold down the △ Button to go into Caution Mode. This is also known as the Trap Search Mode. If an enemy's trap is within the range of the Caution Mode (the blocks highlighted in blue), a marker will appear where the enemy's trap is located. If you want to move while in Caution Mode, keep the △ Button held down and use the Directional Buttons to move around.

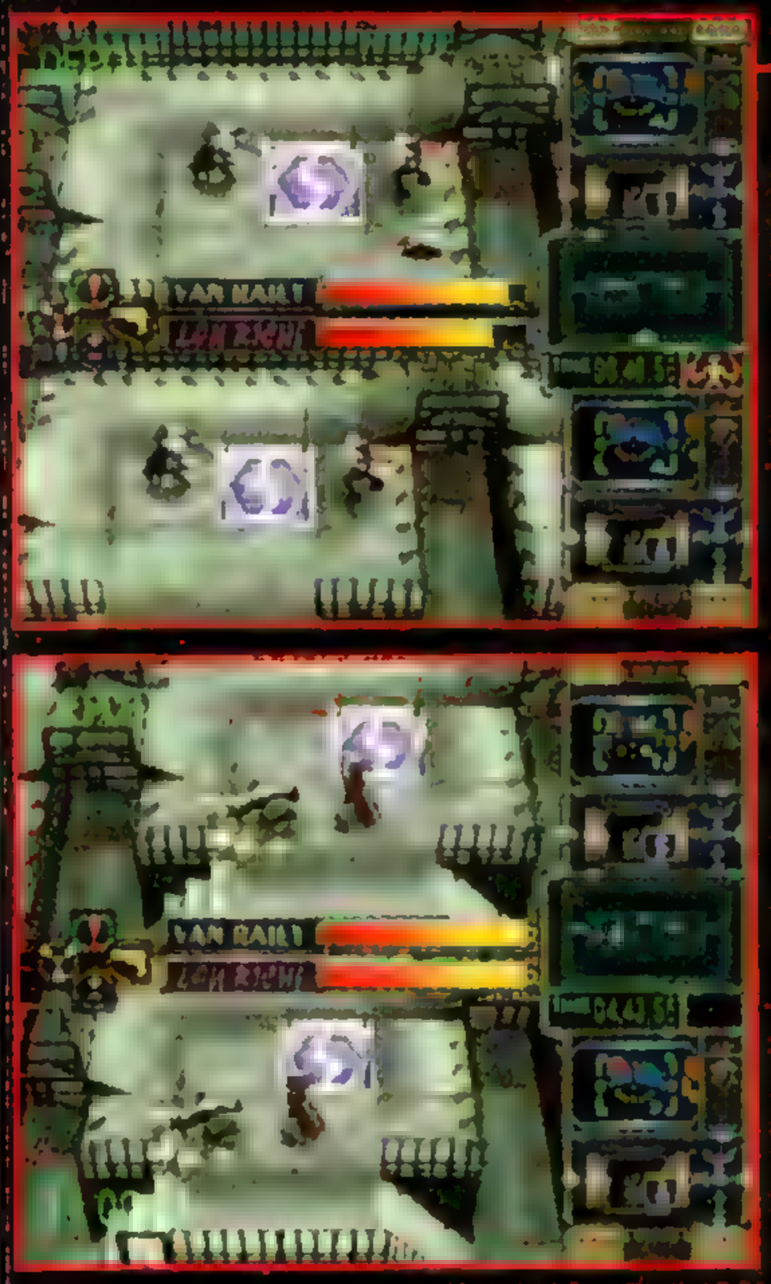


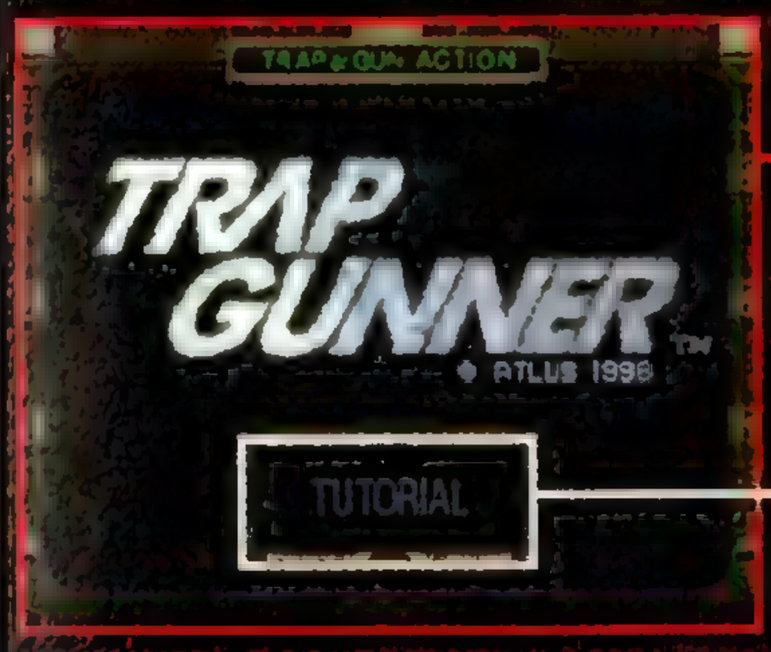
Disarm an enemy's trap

In order to disarm an enemy's trap, you must first touch the trap while in Caution Mode. This will cancel the trap. After doing this a screen will pop up prompting you to enter a particular button sequence. This is the **Disarming Code**. If you exceed the disarm time limit(it will show 0 on the screen) or enter the wrong Disarming Code, the trap will detonate or activate. Also, if you are hit with a projectile or direct attack, the trap will automatically detonate or activate.
When you successfully disarm a trap, the enemy will lose the trap and your Healer will go up a little.

Retrieve a trap you have set

When you touch your own trap while in Caution Mode, you can retrieve it. You will be asked if you want to retrieve the trap or not. Press the ○ button to place the trap back in your stock. If you want to cancel the command, press the ✕ button.





Direct Attack

Characters can attack the enemy directly.

1. Projectile Attacks

When the enemy is at a distance, you will attack him/her by using the characters' projectile weapon. When the ammo counter reaches 0, the character will need to reload their weapon. Be careful, as you are vulnerable while you are reloading your weapon. There is no limitation on how many times you can reload.

2. Hand-to-Hand Attack

When the enemy is in close proximity to your own character, you can attack your opponent by either kicking or punching. A hit from any character will knock down the enemy. Meaning, if your opponent has a unit in his possession when you knock them down, you will break their "Unit". Also, if you knock the enemy down, you can use the "Unit" weapon to inflict massive damage to your downed opponent. (For more details look on page 25. Even if the damage is minimal, don't hesitate to give a direct attack.

Explanation of the different modes

When you press the Start button on the Title Screen, you can select from 6 different modes. Use the Directional Buttons to scroll through the list and press the ⊗ Button or the Start Button to select it.

1. Tutorial (Instructional Movie)

This is a Tutorial Demo which will tell you the Game Rules and Controls. If this is your first time playing the game, please go through this Tutorial Demo first.

2. Story (Story Mode) For details look on page 18.

This is the mode where you will discover the fate of one of the 6 characters. You will go through each of the missions to eventually confront the leader of GAIN. The missions do not always involve killing another opponent. Sometimes, your objective will be to disarm all the traps and obstacles on the stage.

3. VS COM (Computer battle mode) For more details look on page 20.

This is the mode where your enemy will be controlled by the computer. You can select your favorite Character, Map, and set your Healer. You can also go into the Option mode and set up different rules other than the default ones.

4. VS MAN (A match against a human opponent) For more details look on 20.

This the mode where you will fight against another player. Each player can choose their favorite Character, Map and set your Healer. As with VS. COM mode, you can also go into the Option mode and set up different rules other than the default ones.

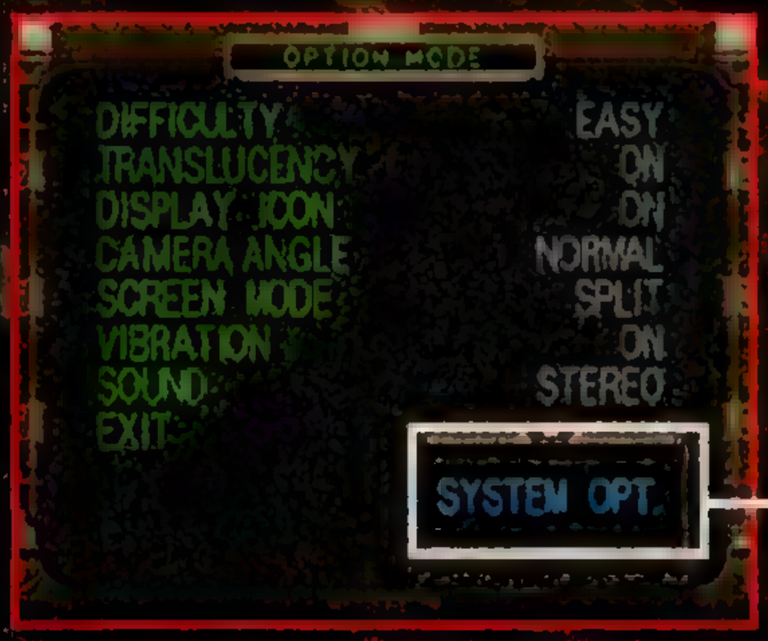
5. Record (Record Screen)

You can review each Character's battle record. On the left side of the screen are the records of [USE] (How often the character is chosen.), [WIN] (The total number of wins), [LOSE] (The total number of losses), [DRAW] (The total number of draws),and [W.AVE] (The win/loss ratio) in both VS. COM and VS. MAN mode. On the right side of the screen are the records of the best Clear Time of every stage in Story Mode. (Use the X Button to see the different levels).

6. OPTION (Option Screen) For more details look on page 16.

You can change some of the default settings, such as the difficulty level and game rules.
Also, Saving and loading game data can be done in this mode.

Option Screen



There are several Options in Trap Gunner. Once you get used to the game, try playing with the different settings. Use the Directional Buttons to scroll through the list and press the ⊗ Button to select an option. The settings you can change are as follows:

- SYSTEM OPTION — Overall game options.
- VERSUS OPTION — VS. COM and VS. MAN mode options.
- MEMORY CARD — Save/Load options.
- MUSIC TEST — BGM Test
- DEFAULT — The option to return to the default settings.

• System Option

The options you change here will affect all the other modes. (However, the Difficulty and Screen Mode settings will not affect VS. MAN Mode). Use the Up/Down Directional Buttons to scroll through the list and change the settings by using the Left/Right Directional Buttons (The ⊗ Button can also be used to change the settings).

1. **Difficulty (Strength of the computer)**
   You can choose Easy, Normal or Hard.
2. **Translucency**
   You can make the floors and walls translucent so you can see through them.
3. **Icon**
   You can choose to display the Button Control icons or not. You can also set this once the game is paused. For more details look on page 22.
4. **Camera Angle**
   You can choose from 3 different camera angles in the game: Normal, Quarter, and Top view. You can also change the view during the game by pressing the L2 button.
5. **Screen Mode**
   You can also change the screen setting in the game. You can make it [WIDE] (a single screen/for VS COM) or [SPLIT](a split screen / for VS COM and VS MAN mode). If you are in VS MAN mode, you cannot play in the [WIDE] mode.
6. **Vibration**
   If your controller has a vibration function, you can choose to have it vibrate or not. If your controller has no vibration function, this setting will not have any effect.
7. **Sound**
   This is to choose either Stereo or Mono Sound.
8. **Exit**
   When you select this, the Option mode will end.

• Versus Option

These options will affect VS. COM and VS. MAN Mode. However, they will not affect the Story Mode. Use the Up/Down Directional Buttons to scroll through the list and change the settings by using the Left/Right Directional Buttons (The ⊗ Button can also be used to change the settings).

1. Time
   You can set the Time Limit of the game.
2. Carrying Trap
   You can change the type of traps the Character has. The Normal setting will give you well-balanced traps. The Random setting will give you a different combination of traps each time you start a battle.
3. Preset Trap
   Choose this if you want the CPU to preset traps on the stage at the beginning of each game. Preset traps will affect you as well as the enemy.
4. Unit Shots
   This will set the number of Plasma Bombs contained in the "Unit". [Unit] See page 25.
5. Trap Sign
   This is the option to display the set traps of the player.
6. Healer
   This is the option to display the characters' Healers.
7. Spark Bit
   With this option on, a Spark bit (The character will be damaged by touching it) will appear when the remaining time in a match is less than 30 seconds.
8. Exit
   To end the Versus Option.

• Memory Card (Save/Load the Data)

You can Save or Load game data on to your Memory Card. Use the Up/Down Directional Buttons to scroll through the list and use the ⊗ Button to execute. To turn on the [AUTO SAVE] function, use the Right/Left Directional Buttons (You can also use the ◎ Button) to select it.

1. Load
   This will load the data from a Memory Card.
2. Save
   This will Save the current data to a Memory Card.
3. Auto Save
   Turn on the automatic save function.
4. Exit
   End the Memory Card options.

Music Test

You can listen to the music of the game. Scroll through the list by using the Directional Buttons and select with the ⊗ Button.

Default

You can return to the default settings by choosing this option. It will then let you confirm if you want to return to the default settings. Select "Yes" if you want to return to the default settings. Select "No" if you want to cancel.

Exit

This will end the Option mode by pressing the ⊗ Button.

STORY MODE

In Story Mode, you have to choose one Character from the available six characters. You will then have to complete your missions to proceed in the story. In the Option mode, you can set the difficulty level of the computer controlled enemy character.

Character Select

Select the character you want to use in Story Mode. Use the Directional Buttons to scroll through the characters and select one by pressing the ⊗ Button.

Stage Select

After choosing your character, you can select the stage you want to start from. However, this is only available if the character has already cleared some stages.(If the character hasn't cleared any stages, you will not have this option). Use the Directional Buttons to scroll through the list and select one of the stages with the ⊗ Button. Once you select a stage, you have to clear the stage in the order of the default settings.

Information Screen

You can check the Stage Information before you begin the Stage. Scroll through the list with the Directional Buttons and Select the information you want to check by pressing the ⊗ Button. When you press the Start Button, this will automatically start the game.

- ❶ MISSION — This will show you the mission requirements and Time Limit.
- ❷ TARGET — This will show you the target of the stage.
- ❸ MAP — This will show you the characteristics of the stage map.
- ❹ START — This will begin the game.

Main Game

When you complete your mission (which was shown on the mission screen) within the Time Limit, you have cleared the stage. Once you have cleared the stage, you will get a Victory Screen displaying the time in which you cleared the stage, how you defeated your opponent, and the story. Once the stage is cleared, and restart the Story Mode, you can always go back to a stage that you already cleared. The Best Time will always be recorded. You can see your records in Record Mode.

Failing The Game

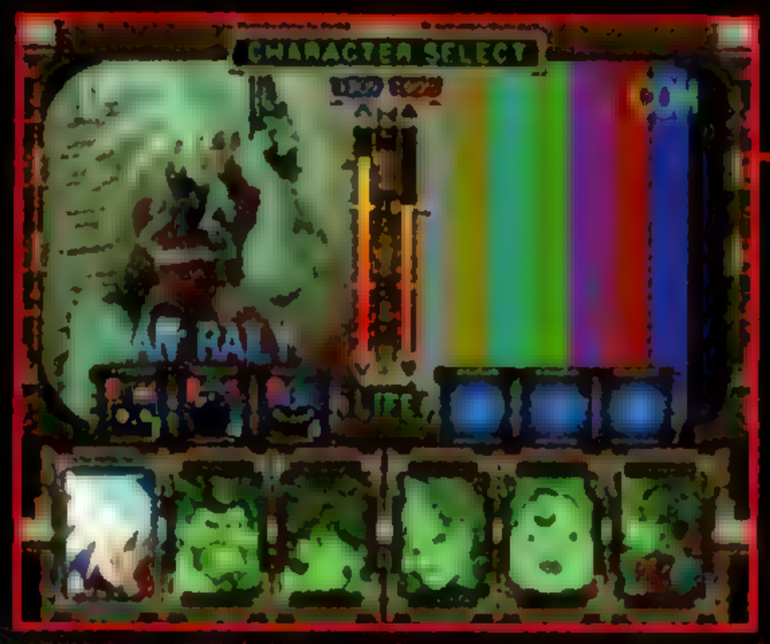
When you are killed by the enemy or if you exceed the Time Limit, you will have failed your mission [Failed]. Then you will be taken to the Continue Screen. If you press the ⊗ Button or Start Button before the count down reaches 0, you can challenge the same stage again. If the countdown reaches 0, the game will be over and you will be taken back to the Title Screen.

To Finish The Story Mode

Press Start Button during the game. This is the Pause Screen. Choose Title.

VS COM MODE/VS MAN MODE

In VS. COM Mode, you will fight against a computer controlled character. In VS MAN Mode, you will battle against a player controlled character. You can choose any Character, Map and set your Healers. By going to the Option mode, you can also select different rules.

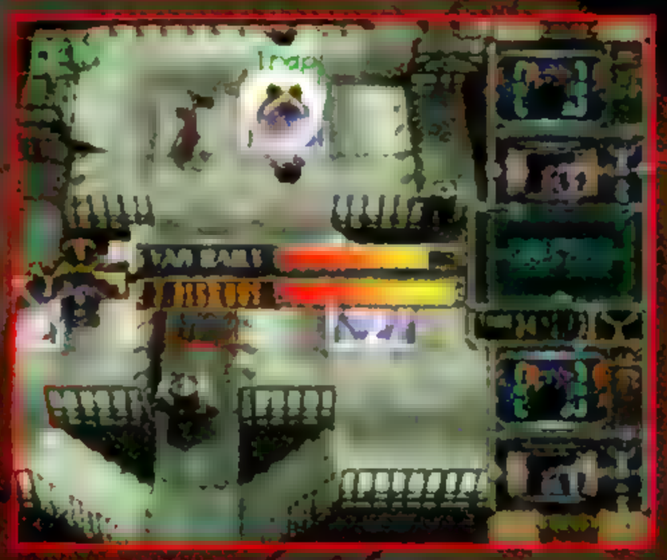


SELECTING A CHARACTER AND SETTING THE LIFE GUAGE

This is where you select your Character in the match. Use the Right/Left Directional Buttons to scroll through the list of Characters. Use the Up/Left Directional Buttons to set your Healer, and then press the ⊗ Button to select one. You can change the Character's color by pressing the **Select Button**. Pressing the **Start Button** will activate the **Random Select** function, which means your Character will be automatically chosen for you.

MAP AND TYPE SELECT

After selecting a Character and setting his/her Healer, you will then be taken to the Map & Type Select screen. There will be 4 different maps shown on the screen. By using L1 and R1 Buttons, you can see different maps. There are a total of 12 map locations. Use the Directional Buttons to scroll through the maps and select one with the ⊗ Button.
Also, each map has 3 different variants. Meaning the location of the P.O.D.S. and/or Field Traps are different. Use the Directional Buttons to go through the different types and select the type you want by pressing the ⊗ button. If you press the **Start Button** in Map Select Mode, this will activate the **Random Select** function. The map and type will be automatically chosen for you.

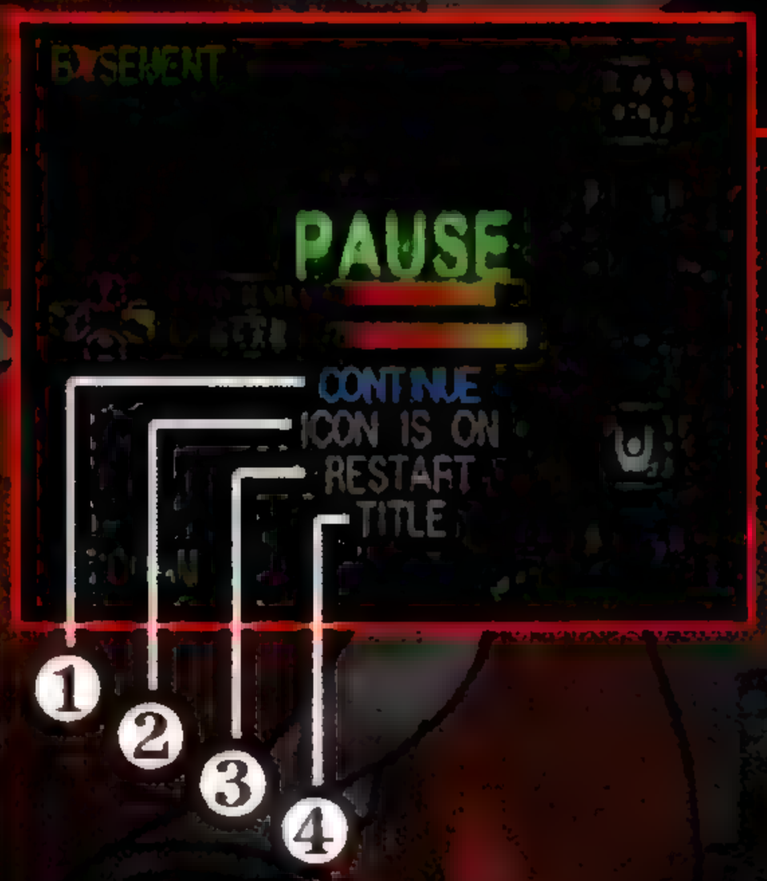


Main Game

The loser of the battle will be the one who's Healer is fully depleted within the Time Limit. If either character's Healer is not fully depleted within the Time Limit, the winner will be the character who has taken the least amount of damage. When the time or battle is over, you will be taken to the Victory screen. The victory screen will display the victory speech, the amount of time it took to finish the opponent and the Finishing Stroke (The name of the fatal attack used to kill the enemy). After this screen, it will show the total number of wins, losses and draws. Then you will be taken back to the Character Select screen. The total number of wins, losses and draws will be noted and kept in the RECORD mode.

To End VS Com Mode/VS Man Mode

Press the Start Button to pause the game. Once the game is Paused, select Title and press the ⊗ button.



Pause Screen

The game will be Paused when you press the Start Button during the game. On the Pause screen, you can select the Button Control icon to be displayed or go back to the Title Screen.

❶ Continue	This will return you to the point where you left off.
❷ Icon is	If you select ON, the Button Control icon will be displayed. If you select OFF, the display will be turned off.
❸ Restart	This will end the game and return you to the Character Select Mode.
❹ Title	This will end the game and return you to the Title Screen.

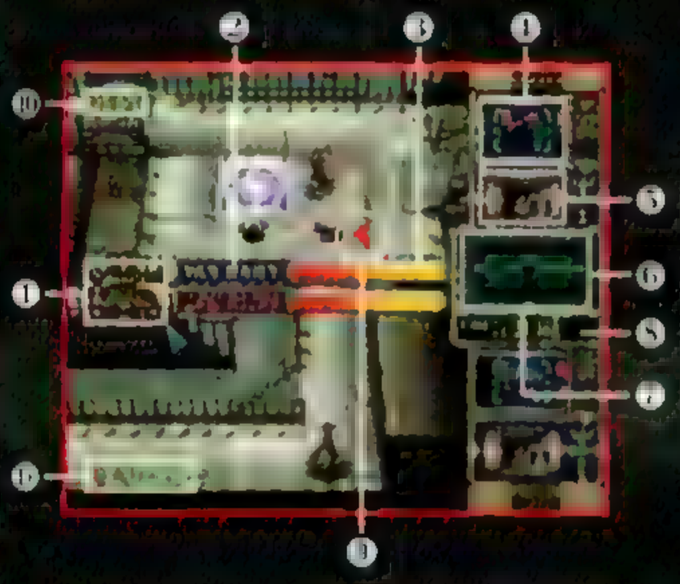
When you end the game, the data of the stages you cleared in Story Mode and the win, lose, draw records in VS. COM and VS. MAN Modes will be retained.

SPLIT/WIDE VISION

There are two screen types in the game. Split Screen can be used for Story Mode, VS. COM mode and VS. MAN mode. Wide screen can only be used in Story Mode and VS. COM. (To change the settings, go to Screen Mode in the Option settings. For more details look on page 16.

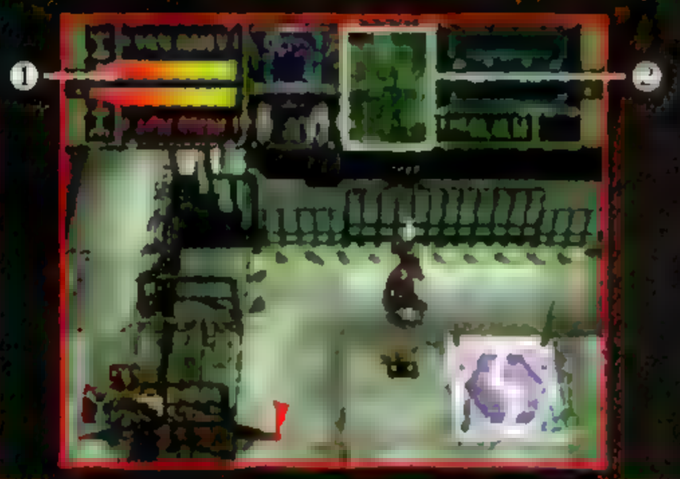
Split Screen

The upper half of the screen is for Player 1. The lower half is for Player 2.



❶ Icon Control	Necessary Button location.
❷ Character Name	Displays the Character Name.
❸ Healer	Shows the remaining strength of the character. (Same as 2P)
❹ Trap Select Icon	This shows the number of traps the character possesses and also shows what trap the character has currently selected. Use the ▣ Button to set the trap. (Same as 2P)
❻ Remaining Ammo	This shows the remaining ammo in your clip. If the number counts down to 0, press the ◎ Button to reload. (Same as 2P)
❻ Radar Map	This shows the location of your character, your opponent, P.O.D.S. and Field Traps. BLUE — Current location of 1P. RED — Current location of 2P. GREEN — Location of P.O.D.S. (These will flash when an item is available). YELLOW — Location of a Field Trap and Detected Trap. LIGHT BLUE — Bridges and Cat walks.
❼ Time Limit	The time limit of the current battle. When the remaining time reaches 30 seconds, a Spark Bit will appear. In Story mode, if you exceed the Time Limit, the mission will be a failure. In VS. COM and VS. MAN mode, whoever has the fuller Healer will be the winner.
❽ Item Appearance Windoow	This will show the items that are available at the P.O.D.S.
❾ Target Indicator	This will show where the enemy is at.
❿ Map Name	The name of the map you are currently on.
⓫ Time	The time remaining in the game.

Wide Screen (single screen)



The Wide Screen is the same as the Split Screen, but you don't get to see the enemy's Trap Selection Icon and Weapon ammo display. In the Story Mode, on stages 3, 6 and 9, the screen will automatically turn to Wide.

❶ Healer	The upper Healer is the player 1's Healer and the lower one is the enemy's Healer.
❷ Sub-screen	You can see the enemy character. On a Mission Stage (Story Mode stages 3 and 6), this will show you the remaining number of targets you have to dispose of.

TRAP

There are 6 different kinds of Traps you can use in the game. The traps you don't possess can be obtained later as an item.

Switch Detonator

Effect: Damage + blow up
Detonation type: This will explode only when you press the switch after setting it down.
Range: Wide
Power: Low
Note: If you set up more than two bombs and press the switch, all the bombs within its blast range will explode.

Mine

Effect: Damage
Detonation type: This trap will explode when the enemy steps on it.
Range: Narrow
Power: Medium
Note: When you are caught in the explosion, you may take some damage as well.

Bomb

Effect: Damage + Blow out
Detonation type: This will only explode when set off by a Switch Detonator or Mine.
Range: Wide
Power: High
Note: This will not explode by an enemy's explosion. However, this will explode if it is within the range of your own Switch Detonator or Mine explosion.

Pitfall

Effect: Unable to move for several seconds.
Detonation type: This trap will be set off when the enemy steps on it.
Range: Only the block where you set the Pitfall.
Note: When you fall into a Pitfall, press all of the buttons several times and you will be able to get out of the pitfall faster.

Gas

Effect: Damage + Unable to move for a second + Reduce moving speed in half for several seconds.
Detonation type: This will automatically emit poison after a certain amount of time after setting the trap.
Range: Very Large
Power: Medium
Note: If you touch the gas yourself, you will sustain damage.

Force Panel

Effect: This trap will propel the enemy in a certain direction.
Detonation type: This trap will be set off when the enemy steps on it.
Range: Only the block where you set the trap.
Note: The direction the enemy is thrown will be determined by the direction you are facing when you set the trap. (Hold the ▣ Button and use the D-Pad to change the direction of your character. When you let go of the Button, the trap will be set to throw the enemy in the direction you were facing.)

TRAP

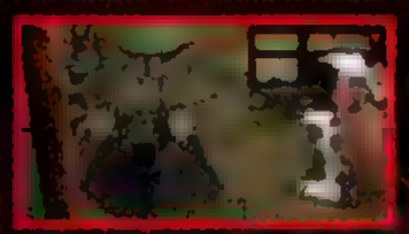
Field Traps Some maps have Field Traps which can be a big obstacle.

Obstacle Box (Obstacle Container)

You can destroy these by using your projectile weapon or bomb traps. Sometimes you can get hidden items after destroying these containers.

Bomb Box (Bomb Container)

You can destroy these by using your projectile weapon or bomb traps. When you destroy the box, it will explode. If there are other bombs around there, they will explode as well.

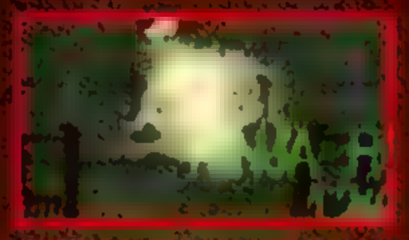


Laser Launcher

These will launch Lasers at designated times. You can destroy these by using your projectile weapon or bomb traps.

Rocket Launcher

These will launch Rockets at designated times. You can destroy these by using your projectile weapon or bomb traps.



Spark Bit

A living form of electricity. These were created for security purposes. When a character touches a Spark Bit, he/she will sustain damage. You can destroy these with bombs but they will regenerate in time. Also, you cannot use direct attacks to destroy them. On a normal map, a Spark Bit will appear when the remaining time limit reaches 30 seconds.

Conveyer Belt

A moving path which will affect a Character's speed. The direction it is moving will change after a certain time. You cannot set traps on Conveyer Belts.

ITEM

You can get items in these two places.

P.O.D.S.
(Power Object Delivery System)

This is a place where power up items will appear. These are transferring devices used by GAIN to transport illegal goods and weapons.

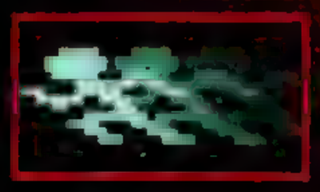
Obstacle Box
(Obstacle Container)

You can destroy these by using your projectile weapon or bomb traps. Sometimes you can get hidden items after destroying these containers.

List of Items There are five different items.

Trap Items

You will have one trap added to your inventory.

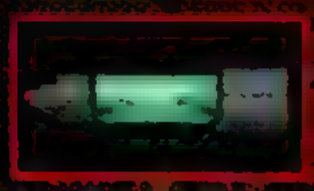


Speed Up

Your character's moving speed will double for 20 seconds.

Protect

Your Character will be protected for 8 seconds. This means you will be invincible against direct attacks and traps. However, you cannot avoid the Plasma Unit.



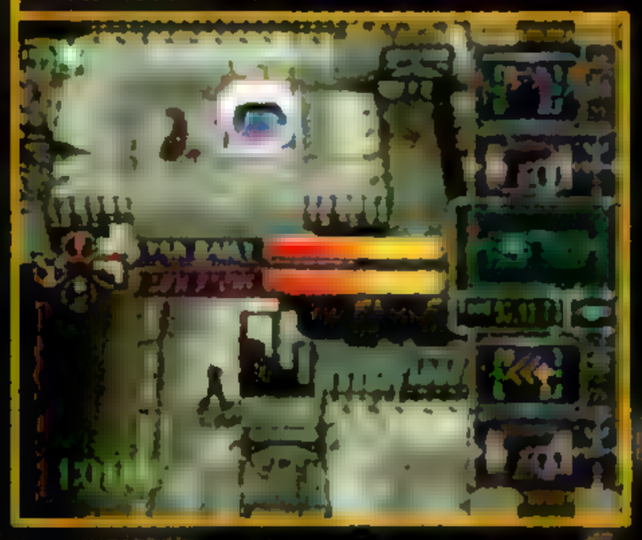
Unit

An experimental Plasma weapon.

Healer

You will recover some of your Healer.

UNIT



The "Unit" is an experimental Plasma weapon developed by GAIN. It contains a semi-sentient form of Plasma that can home in on its intended target. The Plasma Launcher itself is very fragile and can be broken if the enemy knocks you down. The number of Plasma Bombs that can be launched is limited and takes quite a bit of time to charge it. You need to know when you can use it. (If you are attacked during the charge, the Plasma Bomb will not be launched). The number of Plasma Bombs will be displayed on the Radar Map.

How To Avoid The Plasma Bomb

1. Just run until the Unit disappears

The Plasma Bomb will disappear after a certain amount of time. When you are running away, be careful not to step on a trap the enemy has set. When you go to a relatively open place, run around in a circle. This is the easiest way to run away from the Plasma Bomb.

2. Go underneath a bridge or catwalk

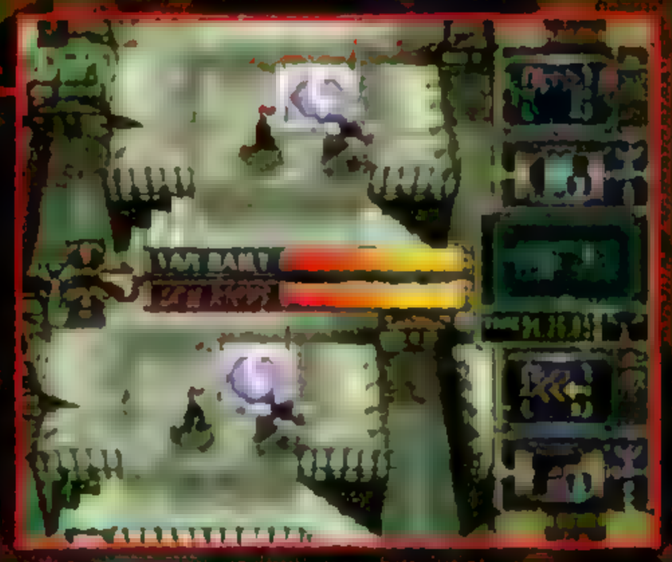
Most of the maps have bridges or overhead walkways. However, when the Unit hits the bridge, the bridge will be destroyed and you will lose that pathway. The floor underneath bridges and catwalks are usually designed differently compared to a normal floor. The area under bridges will be highlighted in blue on the Radar Map. Make sure you get to that area before the Plasma Bomb gets you.

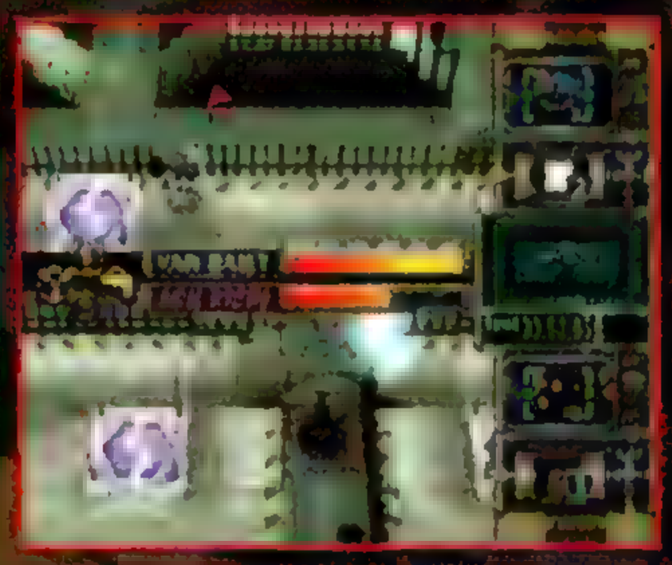
3. Shoot the enemy

If you shoot an enemy who is about to launch a Plasma Bomb this will interrupt the Plasma Charge and keep him from launching the Plasma Bomb. Also, if the enemy has launched or is about to launch a Plasma Bomb, knock him down with a hand-to-hand attack and you will cancel the Plasma Bomb. Otherwise, just kill the enemy before the Plasma Bomb gets to you.

4. Invoke explosion

When the Plasma collides with an explosion, it will disappear. The damage of a Plasma Bomb is much greater than a Mine. Try to time the explosion of an enemy's Mine, so that the explosion will take out the Plasma Bomb.





TRAP GUNNER Q&A

Q1 I DON'T KNOW WHERE TO SET TRAPS.

A You definitely want to place traps where the enemy is most likely to go through. These are the areas where you want to set traps. The top or bottom of stairs and slopes, intersections, T junctions, around Power Plants, and under bridges. These are the most frequent locations where an enemy may go. Of course, don't forget that the enemy is setting traps as well.

Q2 HOW DO YOU GET RID OF AN ENEMY'S TRAP?

A The best way is to disarm it. When the enemy is not around, and the enemy's weapon ammo is at 0, this is the best time to disarm a trap. The disarming code is simple. If you do not enter in the code in haste, you will not make mistakes and get blown up.

Q3 WHAT DO I DO WHEN THE ENEMY HAS SET A SWITCH DETONATOR?

A The Switch Detonator can be set off while you are trying to disarm it. You have to watch your opponent and make sure he/she cannot detonate the Switch Detonator. The best time is when the enemy has fallen into a Pitfall or thrown by an Force Panel. Also, another good time is when the enemy is charging the Unit. Another way is to trick the opponent into setting it off early. You should try and get as close to the trap as possible then immediately run away. Sometimes the enemy will detonate the bomb.

Q4 WHAT SHOULD I DO WHEN THE ENEMY HAS A "UNIT"?

A When the enemy has a Unit, he cannot attack you with their ordinary sidearm. This is your chance to disarm their traps. If a Plasma Bomb is launched, check it's position on the Radar and avoid getting hit. It is ideal to get to the Unit before the enemy does.

Q5 I DON'T KNOW HOW TO DEAL WITH MAPS WITH DIFFERENT LEVELS OF GROUND.

A Some maps have intricate geography. Press the R2 Button to change the camera angle. Then you can see more of the map.

Q6 ARE THE SUB-BOSSES PLAYABLE AND ARE THERE ANY HIDDEN FEATURES IN THE GAME?

A Yes... Try beating the game on "NORMAL" with all of the characters.

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TRAP GUNNER™

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